

Name

Association

Nationality

Age/Gender

Class/Subspecies

Ethics

Build

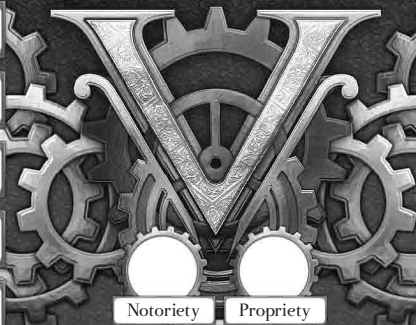
Hair/Eyes

Childhood Experience

Vocation

Personality

Campaign



Notoriety Propriety

ATTRIBUTES

Strength Dexterity Fortitude Presence Wits Resolve

DERIVED ATTRIBUTES

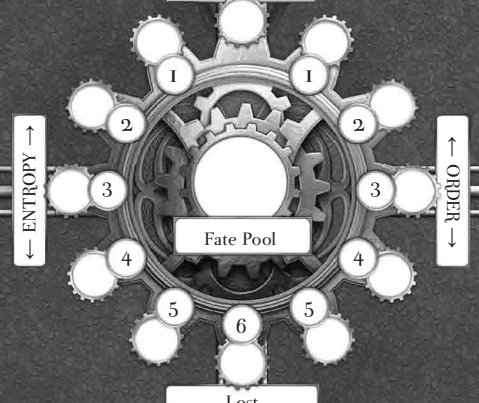
Health Initiative Quintessence Movement Sneak Run Swim Leap Jump

COMMON SKILLS

Act (<i>Presence</i>)	[]	Concentration (<i>Resolve</i>)	[]	Fisticuffs (<i>Dexterity</i>)	[]	Might (<i>Strength</i>)	[]
Athletics (<i>Dexterity</i>)	[]	Dance* (<i>Dexterity</i>)	[]	General Knowledge (<i>Wits</i>)	[]	Perception (<i>Wits</i>)	[]
Blunt Weapons (<i>Dexterity</i>)	[]	Dodge (<i>Dexterity</i>)	[]	Haggling* (<i>Presence</i>)	[]	Streetwise* (<i>Presence</i>)	[]
Bull (<i>Presence</i>)	[]	Empathy (<i>Presence</i>)	[]	Hide & Sneak (<i>Dexterity</i>)	[]	Swordplay (<i>Dexterity</i>)	[]
Charm (<i>Presence</i>)	[]	Etiquette* (<i>Wits</i>)	[]	Improvised Weapon (<i>Dexterity</i>)	[]	Throwing (<i>Dexterity</i>)	[]
Conceal (<i>Wits</i>)	[]	Firearms (<i>Dexterity</i>)	[]	Intimidate (<i>Presence</i>)	[]	*social class modifier usually applies	

CELESTIAL ENGINE

Harmony



Lost

SPECIALITIES

Blank lines for specialities.

SPECIAL ABILITIES

Blank lines for special abilities.

HEALTH DICE

Health dice icons: 10 blank dice, followed by dice with values -2, -4, -8, -16.

TALENT

Lined writing area for Talents.

MAGIC & MARVEL

Lined writing area for Magic & Marvel.

ASSETS

Lined writing area for Assets.

PERSON EFFECTS

Lined writing area for Person Effects.

PRIVILEGES

Lined writing area for Privileges.

COMPLICATIONS

Lined writing area for Complications.

WEAPON

Lined writing area for Weapon.

ARMOUR

Lined writing area for Armour.

QUINTESSENCE ICE

Row of 12 dice, each with 6 faces.